CRESCENT 2e

feelings-delving role-playing

Written & illustrated by Ema Acosta

MYTHOWORKS

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Visit CRESCENTRPG.COM to download all resources needed to play: character sheets, card decks, rules references, and more!

To Abuelo

I hope this book travels far and wide
and perched on its crescent moon,
takes you
to all corners of the world
you ever dreamed of seeing

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"Fantas-s-s-stic teamwork, humans-s-s-s."

CHAPTER 1

The Daydream

hoy, little one! Believe it or not, you and your friends have just wandered into the strange world of The Daydream: an ever-shifting land carved out of wild imagination and whimsical dreams.

Sometimes The Daydream takes the form of an ample, glimmering sea. Other times it presents itself as a dense forest so thick you can hardly see through its leaves.

I shall not ask how you got yourself here (Though if I were to wager a guess, I'd imagine you crossing under a peculiar-looking tree branch, or perhaps following the nightingale's invitation and crawling under the leaves.) for you mustn't be afraid. While this land will do everything in its power to keep you within, a way out always lurks somewhere deep. Mind you, it won't be easy finding such a road—for The Moon, you see, watches your every step. Her wax and wane always loom over your path and she will seek to lure you deeper and deeper into this realm until you can't go back.

Alas, you may just manage to outsmart her. Follow your heart, make the acquaintance of the Wisps you meet along the way, and (with some luck!) you may be home in no time.

Got it? Then buckle up!

A ROLE-PLAYING GAME?!

Indeed! To play, you and a group of 2-4 friends sit down and play out the game's story together. You do this by creating a group of kids lost to The Daydream who are determined to find a way home.

Each of you plays one character each, save for one player who plays as The Moon. Every time you sit down to play a game session you mix a dash of role-play and dice rolls to unveil a story that no one knows in advance.

IF YOU'RE A KID...

You role-play a rascal ready to explore The Daydream. When you play a kid, you narrate their thoughts and actions, role-play with the other players, and cunningly solve the problems The Moon swirls at you.

IF YOU'RE THE MOON...

You role-play as the many Wisps that call The Daydream home, come up with wondrous locations ready to be explored, and create the obstacles the other players must overcome to progress in the story.

⚘ THE DAYDREAM & THE WISPS

The Daydream is the patchwork of whimsical creatures and wondrous landscapes that lie at the edge of the imagination. As a world made of dream, it is always shaping itself around the kids' memories, interests, and fears.

Once one finds themself adventuring in The Daydream, it is impossible to miss the Wisps: an unclassifiable bunch of talkative animals, imaginary friends, and sworn scallywags that have been born to this realm or lost to it long ago. Some Wisps will be eager to become your besties, while others will take it upon themselves to thwart your every plan. *So watch out!*

⚘ WHAT'S IT LIKE TO PLAY?

You maneuver your friend Jasper (who happens to be a hot-air balloon) straight into the wizard Morlock's lair. You sign up to Queen Bee's spelling bee, unaware of the fact that she plans on stealing your tongue. You let the warm desert winds breeze through your hair after visiting The Blue Moon Fair.

- First, you create a kid by mixing and matching backstories, items, and special abilities. Then, you all get to decide what relationships and goals tie you together as a group. *Are you simply lost here or did you come on purpose?*

- Once you begin you journey through The Daydream, you alternate between two phases of play: Adventures, when you venture into the unknown and daringly take risks, and Rest, when you share moments of heart-speak and recovery with the other kids before deciding where to go next. Each phase starts and ends at The Moon's discretion, who devises the better part of the world as you step forth.

⚘ ROLE-PLAYING

Role-playing is like having a conversation: you loosely take turns speaking and, from your words, the world's sights, sounds, and denizens come alive at the table. The game's rules simply help to keep your conversation consistent, exciting, and unpredictable.

In practice, this means The Moon describes situations and you—the kids—react to them in ways that feel true to your characters. Over the course of Chapter 2 and Chapter 3 you will learn the rules at your disposal for interacting with the game, regardless of what role you choose to play.

At any rate, don't worry about trying to get it all right in advance. Let things be wonky and be comfortable in learning by playing. The game will support you even when you get a few things wrong or skip past mechanics you don't understand yet.

By the same measure, remember that even though there are set player roles, anyone should be able to suggest what a place looks like, what a Wisp says, or what the next development in the story may be—regardless of whether they're playing a kid or The Moon.

HOW TO USE THIS BOOK

Read this book once, especially if you intend on playing The Moon. Once you've gathered a group of friends around a table, follow the steps in Chapter 4.

From there on out, you will convene weekly for 1-2 hours at a time. This is called a "game session." You can play *Crescent* as a single-session game (known as a "oneshot") where your story begins and concludes in a single sitting, or as a multiple-session game (called a "campaign"). *Crescent* supports campaigns of up to 12 sessions.

PRO TIPS...

1. **Trust your imagination.** Take fun and exciting actions. Don't worry about trying to "win" or never failing. The game's fun lies in *how* you do things, not whether you *do* them or not. Often, failing is just as fun as succeeding.

2. **Be curious**. Get into the habit of asking questions of one another. *"How do you do this?"*, *"What does this place look like?"*, *"What is going through your character's mind?"*. You are always welcome to contribute to the story with your ideas.

3. **Take big risks.** Your kid is never at risk of getting seriously hurt. Rather, you play to find out how you escape the danger you've brought upon yourself in the most unbelievable, fantastical ways.

4. **Listen.** Be mindful of speaking time and check if everyone is having fun with the way the story is going. Speak up if something isn't right or someone seems quiet. Having a good time as a group is a must!

"Watch out! That ink is STICKY."

CHAPTER 2

The Kids

ou were all oblivious to this land before wandering into it. Maybe you had heard the stories—the rustled whispers the birds would sing to you at night—and decided to go and find out for yourselves.

Maybe you thought it was all a game—that you were just having fun and would go back home at the end of that day just like any other. *Hah!* If only you had known then.

PLAY A KID TO...

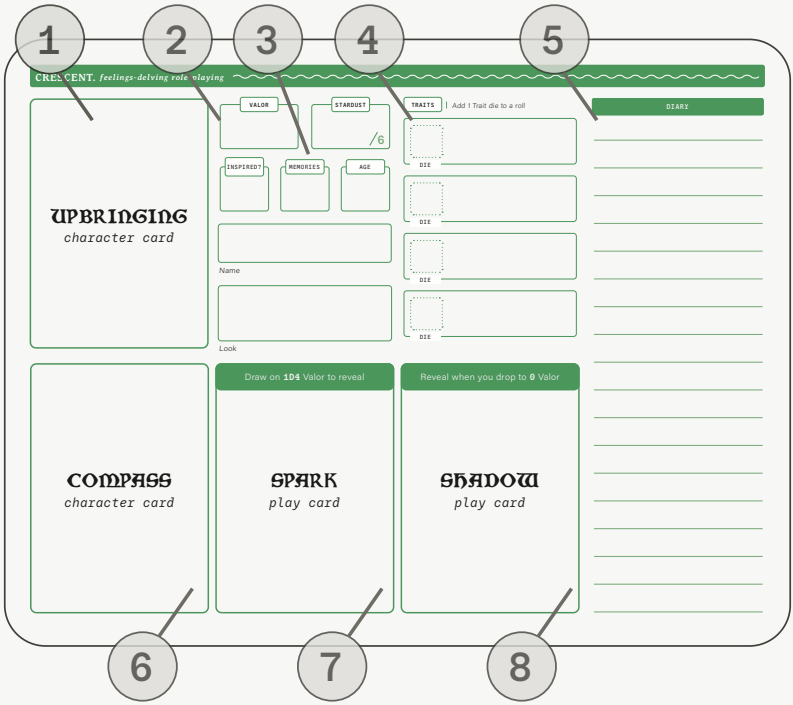
- Make sense of this strange world with your friends.
- Explore your dreams, fears, and connections to the other kids.
- Cunningly outsmart The Moon's challenges session after session.

AS A KID, YOU CAN ALWAYS...

- ₪ Say out loud what your character thinks, does, or feels.
- ₪ Attempt a daring action that puts you in danger.
- ₪ Ask The Moon or the other players questions about the scene.
- ₪ Use your Item cards, trigger your Compass card, or activate your Spark card.

THE CHARACTER SHEET

Crescent's character sheet holds Item cards, dice (**D4**, **D6**, **D8**), tokens, and pencil notes.



1. *Upbringing*. Where you come from! See next page.

2. *Valor*. *Don't lose it!* (p.16)

3. *Stardust & Memories*. For powering your magicks. (p.18, p.20)

4. *Traits*. For gaining an edge when you Roll the dice. (p.16)

5. *Journal*. Where you record all your Memories. (p.21)

6. *Compass card*. Trigger your Compass for Stardust. (p.15)

7. *Spark card*. Can't hurt to keep a spell up your sleeve. (p.19)

8. *Shadow card*. The fears lurking in your mind. (p.20)

⚘ CARDS

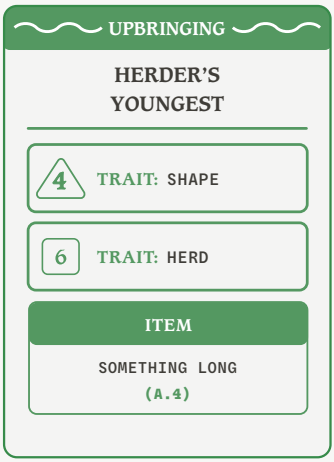
Crescent features two types of cards: character cards and play cards. Character cards (Upbringing and Compass) stay with you for the entire game, whereas play cards (Sparks, Shadows, Items, and Conditions) change over time.

To get started, download the print-at-home kit, cut the cards out, and shuffle them into a pile to play. Alternatively, go to Appendix B and write down the cards' contents on blank index cards.

₪ UPBRINGING CARD

> An Upbringing sets your 2 starting Traits and 1 of your starting items.

Your *Upbringing* card defines where you grew up and who you were raised by.



₪ COMPASS CARD

> Trigger your Compass card during an Adventure to activate a special ability. You can also use your Compass to collect Stardust.

Your *Compass card* gives you some insight into the sorts of thing that motivate your kid.

COMPASS
MISCHIEF
1 USE EACH / SESSION
You just can't keep yourself from trouble. It just comes to you,really! Plus, with no adults in The Daydream...you may as well have a little bit of fun.
WHERE DID THEY GO? When you mysteriously disappear to conjure up shenanigans, collect 1D4 Stardust. If you come back with trouble capture 1 Memory.
IDEA! When you plot a bizarre scheme to get what you want, take +2 to act. Who do you plan to fool?

Upbringing Card
Compass Card

⚘ VALOR

| Start the game with 5 Valor.

You measure your bravery and willpower with *Valor*. The Moon tells you to draw on your Valor anytime you withstand dangerous stuff like being attacked by a monster, falling from a cliff, or being put under a spell.

- If your Valor drops down to 0, you must reveal your Shadow card and put everyone at risk. (p.20)
- You get the chance to replenish your Valor by taking Rest actions. (p.26)

⚘ TRAITS

| Start the game with the 2 Traits from your Upbringing card.

Traits are aptitudes your kid is good at or knowledgeable about. Each Trait has a dice rating: D4, D6, or D8.

- You add a Trait's die to a dice roll.
- Over time, you get to swap lower-rated Traits for more powerful (yet specific) talents.

> Lydia Rolls the dice to convince the Swamp Ogre to help her find her friends. She has 3 Traits: Cute (d4), Improvise (d4), and Promises (d6). Cute could make sense for the situation, but The Moon warns Lydia that Ogres like to eat kids! So she probably doesn't want to use that. With that in mind, she argues for Promises. She tells the Swamp Ogre if he helps her, she will make sure to help him find a new lair to live in. The Moon approves and Lydia rolls two dice: one d10 (her base die) and one d6 for Promises.

Valor
Traits

⚘ ITEM CARDS

> Start the game with **2** Item cards: one from your Upbringing and one of your choice.

Use Item cards to overcome obstacles while you're on an Adventure. You start your journey with two items already in your hand, and draw new ones from the Item Deck as you play.

To use your items, simply say you do so out loud: whatever you're trying to do just works (like tying the Serpentine Leash into a nearby oak tree). If you're in a dangerous situation (you want to tie the Serpentine Leash...before an albatross steals you away!), The Moon will also offer a Bargain.

ITEM TYPES

There are two types of Item cards: Utilities and Trinkets. Utilities are mundane tools you craft or find along the way. Trinkets are strange artifacts: whether you've found them or brought them here yourself, somehow they've become tangled in The Daydream's magic.

ITEM LOAD

You can carry a total of **3** Items at once. Exhausted items (p.24) still count towards your load total.

OVERLOADING

If you wish to carry over **3** items, Overload your hand by blocking **1** Trait for each additional item you carry. You cannot roll a blocked Trait's die until you let go of the extra weight.

ITEM
SOMETHING POINTY
A shovel, gardening shears, a hand saw
UTILITY
A.1
You can hold up to 3 item cards. Block 1 TRAIT each to carry more.
EXHAUST AN ITEM FOR +1 ON A ROLL.

⚘ STARDUST

> A sparse resource you use to cast Spark cards. *You never know whether a pinch or a handful will suffice for a spell.*

Your kid attracts errant *Stardust* as they roam The Daydream. When the time is right, release this raw power to cast Spark cards.

COLLECTING STARDUST

Collect up to **6** ounces of unused Stardust by accepting a failure when you Roll the dice, activating your Compass card, or by taking Rest actions such as "Catch your breath" or "Open your heart."

- Stardust is used exclusively to activate Spark cards you've already revealed.
- If you're asked to burn Stardust but have no more, draw on Valor instead.

⚘ SPARK CARDS

> Secret cards that you reveal during an Adventure to weave spells and escape trouble.

Scour your heart's depths to unearth a Spark card's magic and accomplish a wide array of feats.

DRAWING A SPARK CARD

At the start of every Adventure, draw **1** Spark card face down and place it on your character sheet. You can only draw 1 Spark card per Adventure.

> As the duel in Primrose's flying galleon continues, Edwige decides its time to reveal his Spark, so he rolls 1d4 and gets a...3! That's -3 to his Valor but, most importantly, he gets to flip the card and reveal his Spark: Flight! Just what he needed.
>
> Of course, he cannot simply fly away and leave all his friends to the mercy of Primrose's sabre, so he asks The Moon

USING A SPARK CARD

To use a Spark card, draw on **1D4** Valor first to reveal it, then turn the card face up. Once a Spark is revealed, follow the instructions on the card to activate its effects.

Usually, a Spark card's effects just happen. However, at The Moon's discretion you can stretch what a Spark can do by Rolling the dice.

> "Is there a way I can take everyone with me?"
>
> The Moon thinks it over for a moment and replies "Perhaps you can try to grab the other two kids...but you will need to Roll the dice to see if you can muster the strength to do—otherwise Primrose will just catch up to you." Edwige agrees and moves on to Roll the dice...

⚘ SHADOW CARDS

> Negative cards you reveal when you run out of Valor.

A big wolf made out of fumes crashes through the glass panes of the building. A hooded figure promises you a way home, so long as you help them. When a Shadow card comes into play, spookiness enters the scene—an antagonist or obstacle meddles in your journey, often fueled by your own fears and memories.

REVEALING YOUR SHADOW

Like Spark cards, Shadows are randomly drawn face down at the start of every Adventure. When you drop to `0` Valor, reveal your Shadow card and read it out loud: The Moon will incorporate trouble into the scene.

FAINTING

Upon revealing your Shadow card, replenish half of your total Valor (rounded down). If you get your Valor down to `0` once more, you faint and awaken later in the Adventure or next time you all "Take a break" or "Rest."

⚘ MEMORY TOKENS

> Brief moments from play that you grow from. Collect enough of them and you get to unlock new stuff.

When Kai and I flew over The Blue Moon fair. My parents told me I can't be a herder after this summer. Rooro might be weird, but he has feelings too. Memories are impactful moments born during play that linger on your kid and on the world at large. You accumulate Memory tokens over the course of your Adventures and spend them during Rest to grow stronger and wiser—not without also sparking some lingering change in The Daydream.

THE DIARY

Make sure to not forget anything! Every time you capture a Memory, write down a short description of what your kid just went through. You may do so in the companion Diary sheet, a small notebook, or any other place where your memories can be safely kept together.

DOING THINGS

> I climb up the tree and knock on the little birdhouse. I go up to the pirate girl and wave "Ahoy! You must be the captain!" Before the giant troll can get a hold of me, I roll over and cast my storm-bringing pebble!

To do something, simply say it out loud. Give yourself permission to speak with confidence. The Moon will say what happens in return. Most of the time, they will say "Yes, you do just that" or "Sure, you can do that, but there's a catch."

₪ JUST DO IT

When a rule tells you to *just do it*, it means that the action you want to take entails no mechanical cost. You may instantly accomplish your goal by saying out loud how you do it.

₪ BARGAINS

> You clamber up the tower's vines just before your shadow spots you...But! The vines are unstable. You are likely to fall down at any moment.

Any time you do something bold, The Moon can offer you a *Bargain*: if you accept a problem or penalty of their choosing, you immediately succeed at what you set out to do.

Common costs for accepting The Moon's Bargains include getting in more trouble, Exhausting an item, and drawing on Valor. No worries if you don't feel like the deal is worth it. You can always turn down a Bargain and Roll the dice instead.

Just Do It
Bargains

⚕ ROLL THE DICE

When you turn down a Bargain and instead choose to bravely contest the obstacle, say what you intend to accomplish. Then…

1. **DICE:** Grab a `D10` for bravery and `1` Trait die if it applies to the situation at hand. (p.16)

3. **MODIFIERS:** Add `+1` to your final result for each that is true:
   - ₪ You Exhaust an Item card (p.25)
   - ₪ You use Inspiration (p.24)
   - ₪ You are Bolstered (p.24)

4. **ROLL THE DICE:** Then, add up all the results along with any modifiers.
   - `10+` Success! If you rolled a natural `10`, capture `1` Memory.
   - `7-9` You succeed but face 1 Setback.
   - `6-` Collect `1D4` Stardust and choose: you don't do it and face 1 Setback, or you succeed at the cost of 2 Setbacks.

After rolling, The Moon tells you what happens next: on a **10+** you accomplish what you set out to do with no strings attached. However, the lower your result, the more Setbacks you must contend with.

`PSST!` "Rolling a natural `10`" means that the number on your dice reads 10 (the max!) even before applying any modifiers.

+1 ACTIONS

Increase the result of your dice rolls when you use Inspiration, Exhaust an item, or Bolster. You may take any number of +1 Actions in a single roll, but only once each.

₪ GAIN INSPIRATION

The Moon awards you Inspiration when you come up with a cunning plan that makes everyone go "Wow!" You can also gain Inspiration when you trigger your Compass card.

- Record any Inspiration you gain on your character sheet.
- Use Inspiration to add `+1` on any roll. You can hold on to Inspiration for as long as you wish.
- You must say you're using your Inspiration before you Roll the dice.

> Yrsa rolls to pet Ansel the Ancient. They grab a d10 for their base dice, plus a d6 for their Herd Trait. They roll a 5 and a 1, respectively. A 6 would be a failure...However, they spent one Inspiration they were holding from last session, which makes the total a 7. Barely a success!

₪ BOLSTER

Bolster another kid to set them up for success: describe how you support them (usually by putting yourself in danger) and draw on `1D4` Valor. They add `+1` to their final result.

- Remember to be specific. In order to help, you must come up with a plausible method or plan.
- Several players can Bolster on the same roll, but no more than once per player.

> As soon as Hilda pulls the rope, Yrsa rolls up their sleeves and rush behind her. Two are better than one!

Gain Inspiration
Bolster

₪ EXHAUST AN ITEM

You can willingly *Exhaust* one of your Item cards for a `+1`. In order to do this, the item must help you achieve your action in some way.

- Exhausted items stay in your hand but become broken, depleted, lost, or otherwise unusable. Remove Exhaustion from an item by taking the "Catch your breath" Rest action. You may also choose to discard the card.

Medo Rolls the dice to cook a delicious meal with the Happy Pan. He took a few oysters from the beach and is hoping that, with a pinch of magic, they will allow everyone to breathe underwater. He decides to Exhaust the pan and add +1 to the roll. Done! The pan gets a bit scratched and can't be used again until it is repaired during Rest.

REST ACTIONS

When you Rest, you make sense of The Daydream together and play out recovery scenes. Things slow down during Rest: freely set scenes as you take 2-3 Rest actions each.

⚕ CATCH YOUR BREATH

> When you join 1-3 other kids to relax or make yourselves useful, set the mood of the scene. What's everybody doing? Then, every player Rolls the dice individually. On a `10+`, choose 2 outcomes. On a `7-9`, choose 1. On a `6-`, choose 1 still, but you act clumsy, awkward, or petty.

- ₪ You repair `1` item.
- ₪ You replenish `1D4` Valor.
- ₪ You capture `1` Memory.
- ₪ You collect `1D4` Stardust.

⚕ OPEN YOUR HEART

> When you open up to another kid and they listen, share with them your feelings, fears, or past. Then, choose 1 outcome:

₪ You replenish all Valor. What do they help you see?

₪ You resolve a Condition. How does their care encourage you forward?

₪ You capture `1` Memory and collect `1D4` Stardust. What is special about this moment?

Catch Your Breath
Open Your Heart

⚘ FIND WHAT YOU NEED

> When you sneak off alone in search of help, an item, or an answer, choose 1 outcome:

₪ You find exactly what you were looking for, but danger looms near it or there are strings attached. The Moon will tell you how.

₪ You find something similar enough. The Moon will tell you how it differs from what you asked for.

⚘ GROW UP

> When you find a quiet place to reflect on the Memories you've collected, choose one of your Diary entries and answer the following questions: How does that event live on in The Daydream? What place, event, or change is inspired by it? Then, let go of your Memory tokens to do any number of the following.
> `PSST!` In a pinch, count `2` Stardust as `1` Memory.

₪ **`-1 MEMORY:`** Record a new **`D4`** Trait.

₪ **`-1 MEMORY:`** Draw 1 Utility or "Something New" from the Item deck.

₪ **`-2 MEMORIES:`** Draw 1 Trinket or "Something Strange" from the Item deck.

₪ **`-3 MEMORIES:`** Swap an old Trait for a new one of equal value or 2 Traits for 1 of greater value.

₪ **`-3 MEMORIES:`** Add `+1` to your max Valor, up to a total of **`7`**.

Find What You Need
Grow Up

"If I'm being honest, the carpet tongue is a little extra. And the wrong color!"

Example of Play

Haskell and Adja are trying to reach the very top of the knight-guarded Maiden's Tower. They think that from that high vantage point they will be able to scout where to head to next. For now, though, they are at the grassy fields from which the tower extends further up into the sky than the eye can see.

MOON: Alright guys, you got to the foot of the tower as you wanted to. Now what?

ADJA: Hmm...I think I may as well reveal my Spark card now. If there's something that can potentially get us this high up, it may as well be my Spark.

MOON: Sounds great! Draw on 1d4 Valor and flip it.

HASKELL: Please be the Flight card, please be the Flight card...

ADJA: Alright, and the Spark is...Stretch!

HASKELL: What does that one do?

ADJA: It says "Make something bigger or smaller for one minute..."

HASKELL: A-*ha*! Are you thinking what I'm thinking?

ADJA: Let's just make the tower really tiny!

HASKELL: Let's make ourselves really big!

ADJA: Oh, we were not thinking the same thing.

MOON: Both are really fun ideas. Honestly, the smart thing to do would be to make the tower small, get on top, and then just wait until it expands again…But! I cannot get over the idea of giant versions of you two climbing the tower kaiju-style. Like, that's just hilarious.

ADJA: Ha, you're right. What do you think, Haskell?

HASKELL: Whatever you prefer! It's your choice.

ADJA: Okay. In that case…yeah, let's make ourselves big then! That sounds more exciting anyway. I'm going to activate the Spark and burn the Stardust. Here goes the d4 and…it's a 2! Jinkies, that's kind of lot. I'm down to 1 Stardust total.

MOON: What does it look like as you cast the spell?

ADJA: I shout "Let's do it!" and like, you can hear my voice getting way deeper and all the sudden I grow to 10 feet tall, then 20 feet tall, and then like, all the way up to 80 in a matter of seconds.

HASKELL: Oh my god. It's monster-sized Adja.

ADJA: I look at Haskell, extend my massive palm, and roar "*Geeet on heeere!*" Thump. Thump. Really slow blink.

MOON: Incredible. Haskell boards Adja up to her shoulder and shortly after you start the climb. Remember, this only lasts for a minute or so, so you better be quick! You go up and up the white marble as if it were a rope, and…Actually, I think I'm going to use one of my Solar moves here: as you get closer to the clouds, a trembling horn shakes the building. From above descends a dragon rider cloaked in iridescent silver armor. They shout "How dare you

break peace in the tower, you monster! And all while kidnapping a defenseless child!" and point their spear straight towards Adja.

HASKELL: Oh…no. Okay, wait! I gotta do something about that! If the effect wears off before we reach the top, that's gonna be really bad. Hmmm…I think I want to uh…none of my items work here, I don't think. So I guess I'm going to jump!

ADJA: Jump!? Have you lost your mind?

HASKELL: No! Like, the knight will certainly catch me, I'm sure. And then they will be too busy calming me down to pay any mind to you. I'll just distract them while you finish getting up!

MOON: Sure! I'll tell you what, Haskell: you can certainly jump and be caught by the knight, no roll needed—but you'll have to draw on 1d4 Valor because that's going to be very risky!

HASKELL: Yeah. I'll take that! I'm at 5 Valor, after all. So let me just roll and…wow! A 4!

MOON: Well, just make sure to not lose any more Valor! You jump, screaming at the top of your lungs, all while the knight reassures you in their thunderous voice. "Fear not, little one! The Floral Knight will rescue you!" The dragon then dashes in a twirling dive and in a matter of seconds you're in their clanky metal arms. They've successfully caught you!

HASKELL: Perfect. Distraction time! I start whimpering "Oh gallant knight, I'm so afraid! That monster…she said I'd never see my family again! Can we go somewhere quiet, please?"

MOON: Good good. Do you want a deal or…? Okay, a dice roll it is,

then! Are you using any Traits?

HASKELL: Definitely Cute, which is a d4. Plus my base d10, it all adds up to...9.

MOON: Excellent. You definitely make your case and the knight says "Rest assured, infant! I shall fly you to safety and save the gruesome task of slaying this foe for later!"

HASKELL: Hehe...

MOON: Here's the Setback, though: you are getting the Condition "Caught in a Lie." Adja, you notice that the knight flies away with Haskell in a different direction than the one they came from. They're not headed to the top of the tower, but somewhere else entirely. They fly farther and farther away, until the clouds envelop them and you can't see them anymore.

ADJA: That...didn't go as expected, but hey! A win is a win. Do I reach the top of the tower?

HASKELL: Wow, you were quick to get over my loss...

ADJA: Ha! No worries. I'll get you later.

MOON: You definitely make it, Adja. Just as you feel the spell starting wear off, you make one last big leap. Seconds later, you safely land on the tower's terrace shrunk back to your regular kid size.

"Guys, I'm pretty sure this tower is made out of LEGOs."

CHAPTER 3

The Moon

s The Moon, you're tasked with guiding the other players through the story. Most importantly, it falls on you to help everyone have fun at the table. While there is a lot of responsibility associated with this role, remember you are not above the other players' authority. Even when you make calls on what happens next, always do so from a place of respect for the other players' ideas.

PLAY THE MOON TO...

- Pen a whimsical world shaped by wild dreams—filled with equal parts of familiarity and strangeness.

- Be constantly surprised by the kids' actions as the tale unfolds before your eyes, for they contribute to the story just as much as you do.

- Portray strange and charming Wisps, as extravagant and mysterious as this world.

RUNNING THE GAME

Whether you're new to running this type of game or role-playing in general, keep in mind that it helps to...

- **Ask questions.** Build on the answers. Let curiosity drive the game forward.
- **Don't plan ahead.** Allow the story to emerge organically. Create situations rather than plots.
- **Be transparent.** Ask "*What do you think?*" You needn't have an answer for everything.
- **Be mysterious.** Surprise the players. Veil some of your actions with uncertainty.
- **Ask questions of specific players.** Give them opportunities to establish worldbuilding.
- **Keep pace.** Ask "Should we move on?"
- **Pass the spotlight.** Give everyone a chance to shine. Let the narration be collaborative.
- **Be honest.** Voice your own wishes. Scenes you want in the game are just as important.

⚘ CORE RESPONSIBILITIES

When you decide to run the game, these are the primary responsibilities that fall upon you. The following do not cover all tools at your disposal (like making Crescents, triggering Solar moves, and so on), but if it's your first time with the game, focus on these key pillars first:

- **Curate a welcoming environment** that empowers everyone to be creative and vulnerable together.
- **Decide what happens** next in the story, keep the narrative consistent, and arbitrate which character actions are feasible and which aren't.
- **Create situations** for the players by Setting Scenes.
- **Offer a Bargain** when a player shares their next plan.
- Come up with **Setbacks** when a player Rolls the dice.
- Set the pace of the game, trigger **Session moves**, and decide when to end a scene and start a new one.

ADDITIONAL ACTIONS

Once you've mastered the basics, you may also keep an eye out for...

- Opportunities to award Inspiration when a player devises a cunning plan.
- The chance to make a Reaction roll to spice things up by leaving things to chance.
- Overarching challenges that may be best represented as Crescents.
- Lulls in play you can fill with a Solar move during an Adventure or with an Eclipse move during Rest.

₪ AWARDING INSPIRATION & MEMORIES

Rewarding the kids for their narration and cunning is just as important as creating problems for them to solve. You may award a player Inspiration anytime they come up with a smart way to approach a problem. Similarly, when a kid describes a memorable action that sparks everyone's imagination, you may instruct all players present to capture `1` Memory about it.

₪ REACTION ROLLS

Resort to rolling a *Reaction* to inject chance into how a Wisp handles a situation or how a specific event in the story comes about.

ROLLING A REACTION... Grab a `D4` if the outcome is unlikely, a `D6` if it's uncertain, and a `D8` if it's likely. Then, Roll the dice. On a `4+`, the outcome comes to fruition.

> **MOON:** I'll make a Reaction roll to see whether the band of 60 Seagulls decides they want to join your pirate crew...

₪ ACTING AS A GROUP

When all kids struggle together to beat a challenge, choose one:

- Offer a Setback for the entire group. They all survive the peril, but the consequence affects them all.
- Whoever has participated the least in the session Rolls the dice on behalf of everyone. Setbacks may affect any or all kids.
- Make a group roll. Every player present can contribute a single Trait die. All players can add `+1` to the roll by Exhausting their items as usual. You can award Inspiration to the entire group. No one can Bolster.

Awarding Inspiration
Reaction Rolls
Acting as a Group

⚘ CRESCENTS

Crescents are ways to keep track of events the group wants to achieve or avert. Make a Crescent when the kids desire to keep tabs on a knot of the story that can't be resolved in a single action or, as The Moon, when you want to instigate pressure on the rest of the players.

MAKE A CRESCENT CARD by drawing 2 circles on a piece of paper and agreeing on what will happen if it is completed. Every time it feels right, fill 1 circle. If you fill all circles—be it because of the kids' efforts or lack thereof—what you agreed upon happens.

₪ PROGRESS CRESCENTS

If the Crescent is tracking the kids' progress, segments often advance as the result of a successful roll.

> Val saves the baby calf from The Hollow's mare. Her player argues that this counts towards the Crescent "Gain the respect of the Bug Shepherds," so The Moon advances it by **1**.

₪ DANGER CRESCENTS

If the Crescent is tracking a danger's approach, segments often advance as the result of a Setback.

> Jael misses his roll to fix the SS Solar Sailwind's engine. As a result, The Moon decides to advance the Crescent "You become stranded in the Star Sea."

GUIDANCE

Knowing the rules of a game is but the basis of a successful play session. The key ingredient is experience. *Gut feeling*. While *Crescent*'s rules support you in telling its story with as little experience as possible, below is a collection of useful advice on running the game if you find yourself in dire need of guidance. To best complement this reading, you should also observe how other game masters go about the art of running a game session.

⚘ SETTING SCENES

A *scene* is a situation you put the kids in to spur them into action. One of your primary roles as The Moon is to set interesting scenes, thus forcing the players to interact with the world. A game session is usually divided into scenes. Each scene can last anywhere from 15 minutes to an hour.

> **MOON:** The door of the inn creaks open and you're greeted by the bluish light of candles—six or seven of them suspended midair. A harpy swings towards the crack of starlight you've carved open and extends its wingspan, each feathered limb spanning half the width of the room. It asks "Do you seek rest for the weary night?" How do you reply?

HELPING PLAYERS SET SCENES

Unlike you, the other players have the luxury of only setting scenes when they feel up to the task. An experienced player may find scene-setting an intuitive endeavor, but less bold players should also be given the chance to meaningfully contribute to the story. If you see someone struggling to paint a scene, guide them through it with clarifying questions: *"What does that look like?"*, *"How does that make your kid feel?"*, *"What if...?"*

INTERESTING SCENES SHOULD...

- **Demand action from the characters.** Danger scenes always demand action: if the Anglers drag you into the depths of the lake, you must act in some capacity. But even when the stakes aren't that high (The Fellowship of Rabbits makes a town-wide call for help), the absence of action should still feel like a choice (you decide not to go, so their fort falls to The Spindly Spiders, who now control the town).

- **Allow for different kinds of resolution.** When you set a scene, focus on an open premise rather than a fixed outcome. If the course of action the kids must take is obvious and doesn't allow for different choices, the scene will feel dull and meaningless. Consider the difference between "Bertha lures in the kids with a sign by the woods that reads 'Free Candy for Human Children.' What do the kids do when they see it?", and "The kids are approached by Bertha, who invites them to her cottage. They must say yes because this is where this session takes place." The former approach keeps the story flexible and organic, while the latter takes agency away from the players and limits their ability to interact with the world freely.

- **Introduce new information in a clear manner.** Gripping stories are full of twists and turns—and while you may be inclined to hint at mysteries in the plotline and slowly ratchet up the tension, subtlety is not best suited for tabletop play. Spell out any mystery you've thought about far beyond the point of obviousness. Sometimes campaigns end before you expect them to, so any information you want to be part of the story should come sooner than later—whether it relates to a situation, a character's backstory, or an upcoming antagonist in the journey.

⚘ PACING THE GAME

Scenes don't need to happen one after the other in chronological order. You should always skip past inconsequential details and focus on the moments that define the story.

Say the opening scene of a session sees the kids gearing up for a voyage. The next scene could very well take place once they've arrived to their location—given the session's focus lies on the latter part. The opposite is also true: an Adventure centered around a perilous voyage may have most of its scenes take place on the way, with the destination only taking a couple minutes' worth of session time. As The Moon, you have the flexibility to decide where one scene ends and the next one starts.

ON THE LENGTH OF GAME PHASES As a rule of thumb, a single Adventure phase should last somewhere between 1-2 sessions. A Rest phase should last between half a session and 1 session.

⚘ RESPONDING TO PLAYER ACTIONS

Players are encouraged to confidently state their plans; it falls on you to react to them. When a player says "I want to do this," you may respond in one of the four following ways:

1 OKAY, YOU DO IT. (NO ROLL)

> **ROWAN:** I'm going to slip inside the workshop while everyone sleeps. I ought to find out whether Rooro is who he says he is...
> **MOON:** Sure! You get there and it's all quiet—just a bunch of scissors and measuring bands and cloth scraps and mannequins lying around, as you'd expect. Something wrapped in a thick yellow cover in the corner of the room catches your attention, though. What do you do?

You most commonly say "Okay, you do it" when a kid's action

entails no consequence. Actions like "I want to lean over and sniff the flowers" or "I want to get to the top of the tree and scout ahead" are best suited to this response.

Alternatively (and this is the case in the above example), say "Okay, you do it" when you want to quickly move to the more interesting part of a scene or you're running short on time. In such cases, this response functionally acts as a pacing tool.

2 YOU DO IT...BUT! (OFFER A BARGAIN)

> **ROWAN:** I'm going to slip inside the workshop...
> **MOON:** Sure thing. You get there...but! Remember Rooro told you to not enter the workshop. As you sneak down the stairs trying not to make noise, the darkness starts to scare you a bit. To enter the basement, you'll need to draw on 1 Valor.

Offer a Bargain when a player takes a risky action that will produce interesting consequences. The bold approach is to immediately respond to the player's action with a cost already in mind. Alternatively, you may opt for a more lukewarm reply: "*Do you want a Bargain for that?*" The other players can help you think of a fitting cost if you're out of ideas.

3 LET'S ROLL THE DICE! (ROLL THE DICE)

> **ROWAN:** I'm going to slip inside the workshop...
> **MOON:** Of course. You sneak down the stairs trying not to make noise. But as you silently stand in front of the basement door, you realize it's locked! Now what?
> **ROWAN:** Ah crap. Hmm...guess I'll have to pick the lock! Should I Roll the dice?
> **MOON:** Most definitely!

Offer a dice roll when a player has turned down a Bargain.

While the rules as written encourage you to *only* Roll the dice if you already offered a deal, you may easily tweak this ruling and offer dice rolls at your discretion—just make sure not to overdo it. Generally, players should each be offered a Bargain (and, implicitly, the possibility to Roll the dice) about 2-4 times per session.

4 SORRY, YOU CAN'T DO THAT. HERE'S WHY.

> ROWAN: I'm going to slip inside the workshop…
> MOON: Right, but remember that, as Rooro showed you this morning, the workshop is protected by a powerful spell tied to his key. It's magic! The only way in is if you steal the silver key from him while he sleeps.

You may rule a player can't do something when you've previously established a rule in the setting that would make the action inconsistent or when common sense says otherwise: A kid *normally* can't fly, or go through walls, or become metal (unless, of course, they have a Spark or item that lets them do just that!).

. . .

In general, the more complex or interesting a problem is, the longer you spend solving it. Think of it as if you were all reading a novel: simple actions that would only take a sentence to narrate are glanced over in the game, whereas bigger challenges that may take a couple of pages to resolve are best suited for Bargains or rolls.

That said, remember there is no one definitive way to resolve an action "accurately" or "fairly": your storytelling style, a recent film you watched or whether you want to end the session early all influence how a particular scene plays out. That is okay! All of this is subjective anyway, so let your intuition guide you. The more you run the game, the more confident you'll become at pacing a session and arbitrating player actions to your particular liking.

"Mansfield! You hear that? The kid can play! Tonight's show is saved."

DEALING SETBACKS

A *Setback* is an obstacle in the story that the players must overcome. You deal 1-2 Setbacks every time a kid accepts a Bargain or rolls a 9 or lower.

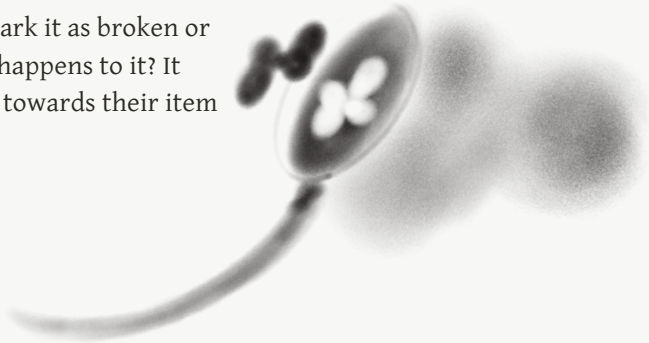
When you're prompted to deal a Setback, choose between a Light Setback or a Hard Setback depending on the situation. Generally, hard Setbacks only occur after you've dealt a lighter one.

₪ LIGHT SETBACKS

> The candles flicker as The Imp approaches. The automatons begin loading their propulsive engines. The maze door starts to slowly close behind you.

Light Setbacks usually introduce new obstacles that haven't yet halted the players' progress. When dealing a Light Setback, you may...

- **Reveal a new obstacle.** Something is coming. Is the danger clear or shrouded in mystery? The kids still have time to react.
- **Exhaust an item**. Take a kid's item and mark it as broken or lost. What happens to it? It still counts towards their item load.
- **Meddle.** An obstacle demands attention! How will the kids overcome it?
- **Create or advance a Crescent.** What will happen if it fills?!



₪ HARD SETBACKS

> The Nightmare rises from the floorboards and lifts you by the shirt. The automatons can now fly as they please. The maze completely shifts around you until you no longer know where you stand.

Hard Setbacks usually manifest as escalating problems that demand immediate action from the players. When dealing a Hard Setback, you may...

- **Present a mighty challenge!** The situation turns daunting or insurmountable. How do things escalate? What is revealed or subverted?
- **Hand out a Condition.** Choose 1: A Target of Attention - Bewitched - Burdened - Terrified - Caught in a Lie
- **Go crazy!** Something goes hilariously wrong. What consequences do the kids face as a result?
- **Draw on a kid's Valor.** A kid takes `-1` or `-1D4` to their Valor. How do they get hurt?

ON CONDITIONS

Conditions are temporary hindrances you hand out to a kid as a type of Setback. There are 5 Condition cards. To learn their effects, see Page 87.

SESSION MOVES

Session moves cover broad sections of playtime you all undergo as a group. As The Moon, you get to decide when to trigger a Session move: doing so cuts to the next phase of the game. The usual cadence is to alternate between the "Go on an Adventure" move and the "Rest" move every session or every other session.

Some Session moves are triggered every time you play, while others may only come up under certain conditions.

☊ GO ON AN ADVENTURE

> When you all venture deeper into The Daydream in pursuit of some fabulous hijinks, answer the following questions as a group: What do we want to accomplish? How do we get there? Everyone at the table should agree on the answer. Once you're ready, The Moon describes the Adventure's first obstacle and asks "What do you do?"

An Adventure happens when the kids traverse the treacherous roads of The Daydream to wherever it may take them. There will certainly be dangers to meet and challenges to face, all posed by your unwavering gaze.

During an Adventure, present the kids with the challenges that stand in the way of their objective, one at a time, along with any other unexpected complications. The players must Roll the dice and accept Bargains to progress. An Adventure usually ends once you decide the kids have overcome the last obstacle you had prepared for them, as per the steps in Running an Adventure (see next page).

Whether the kids accomplished their objective or not, immediately "Rest" upon finishing an Adventure.

Go on an Adventure
Take a Break

₪ TAKE A BREAK

> While on an Adventure, find temporary shelter to craft a plan, recruit an ally, or wait for an opportunity. Take 1 Rest action each.

You may occasionally drive the action to a halt and "Take a break" so the kids can get something done. Offer the players the option if it seems like they want to go on a side quest. Alternatively, you may choose to "Take a break" to break up an otherwise long Adventure into smaller chunks.

₪ REST

> After an Adventure, find a place to unwind before going any further. Take 2-3 Rest actions each. The Moon makes up to 2 Eclipse moves.

During "Rest," you and the kids make sense of The Daydream together and play out recovery scenes. Rest covers everything that happens in between Adventures.

₪ END THE SESSION

> As your session winds down, go around the table and...

₪ Describe a moment you really enjoyed from the game, compliment the player that made it possible, and capture 1 Memory.

₪ Write down 1 wish each for something you'd like to see next session. The Moon also voices a wish.

₪ Dare 1-2 players to push their kids into making a hard choice. If someone Dares you and you fulfill the challenge next session, capture 1 Memory.

DARE EXAMPLES... Inês is dared to be selfish. Mortimer is dared to open the creepy book.

RUNNING AN ADVENTURE

Shortly before the start of the kids' next Adventure, follow these steps to create the next location they'll venture through.

1 COME UP WITH A BASIC PREMISE

> We rush into The Blue Moon Fair's attractions...for the investigation, of course! We ought to cross The Goopy Swamp.

Shortly before the start of the game session, draw a rough outline of where the kids are going and what type of objective they may be after. Keep it short and sweet: the details of an Adventure may change later on!

2 CREATE 1-3 CHALLENGES

> There's a massive Sand Hourglass at the edge of the fair—when it runs out, you are frozen in time forever! If we touch the water of the Swamp, we're done!

Challenges encompass the inherent obstacles that an Adventure presents to the kids. Don't give Challenges fixed solutions; they should always be open-ended and allow for different approaches.

3 CREATE SOME WISPS

Have some characters for the kids to interact with. Give them objectives that may be different, compatible, or at complete odds with the kids'. (p.57)

4 *(Optional)* CREATE LOCATION LANDMARKS

You may also subdivide a location into 3-6 loosely-detailed areas. If the need for a map arises, write down each landmark on an index card and place it on the table.

5 *(Optional)* **HIDE 3-5 SECRETS**

| A *Wiggly Twig* lies inside the oak tree if you look closely.

You may reward the kids' efforts to investigate with Secrets. Keep Secrets flexible: a kid may not explore the exact spot you thought of for a Secret, but they may search someplace else in an equally smart manner.

6 TRIGGER THE "GO ON AN ADVENTURE" MOVE

Follow the steps of the move and allow the kids to fill in the blanks of your premise by asking them clarifying details: Where did they find the vessel they're sailing across the Star Sea? Who gave them the lead on the Lunar Rabbit's whereabouts? Any such help may come with strings attached, of course!

⚘ SOLAR MOVES 3 PER ADVENTURE PHASE

When there's a lull during play and everyone looks at you, make a Solar move to propel the tale forward. You can make up to 3 Solar moves per Adventure phase. Some Solar moves may organically lead you to also start a Crescent.

₪ FORCE A TOUGH CHOICE

Run or hide! Lie or risk the truth! Make the kids choose between two outcomes. Urge them to take quick action and make them feel like they're in danger no matter what.

₪ KEEP THEM ON THEIR TOES

The door locks behind you. The Scent hound can now go through the walls. Trap the kids in a situation they can't go back on. Highlight new precautions or approaches the situation demands.

₪ TWIST THE TALE

The nightingales were behind it all along! Hepburn was but a ghost! The story takes an unexpected or shocking turn. Subvert the expectations or knowledge the kids assumed as truth.

₪ BRING BACK AN OLD PROBLEM

That wasn't even Primrose's final form! Make a callback to a previous obstacle in the Adventure or the campaign at large. Showcase how the problem has become worse or more dangerous since the last time the kids interacted with it.

₪ EARN THEM A NEW RIVAL

You restore The Fellowship of Rabbits' tower, but in doing so destroy Lora's magic workshop. The kids' actions have unexpected consequences and one or more Wisps will remember their shortcomings.

"You think this is good? Wait until I actually have good ingredients!"

RUNNING REST

After an Adventure, the kids get to unwind and prepare for what's next. To start off Rest, set the scene by describing where the kids find the calm to settle down for a while.

While you hold the spotlight when running an Adventure by presenting exciting obstacles and compelling rivals, Rest is all about the kids' inner worlds, budding relationships, and character development. Let them set their own scenes and do most of the talking.

SETTING SCENES DURING REST

Tell the kids to take a look at the Rest actions and choose 2-3 each. Then, based on the actions they choose, they set a scene. Maybe a player triggers "Catch your breath" by cooking dinner. Or they decide to "Find what you need" by exploring the ruins you hinted were near their settlement. "Open your heart" could be all about the talk that happens as they tend to a wounded horse. Help them be creative with the framing; the specifics have no bearing on the rules and only serve to enrich the story.

⚘ ECLIPSE MOVES

Make Eclipse moves to keep the kids' tale turning even while they Rest. You can make up to 2 Eclipse moves per Rest phase.

₪ SPOOK THEM

Present the kids with an eerie creature or situation in the dead of the night. Why is this frightening? How are the kids in danger?

₪ A NEW...FRIEND?

Describe how a quirky character approaches the kids with a stern demand, a request for help, or a need for entertainment. What thing or person from the real world do they remind the kids of?

₪ CALL FOR A FLASHBACK

Invite a kid to explore their backstory: The Daydream reshapes itself to bring their memories back to life. How does the flashback reveal a new angle of the truth?

₪ THE DAYDREAM CHANGES

Introduce a new area, group of Wisps, upcoming event, or otherwise exciting change in the world. Actually...was it not there all along?

WISPS

The Daydream is full of strange characters that can become life-long friends of the kids just as easily as they can turn into the recurring antagonists of their adventures.

Minor Wisps may be role-played like anything else in the fiction, whereas more prominent side characters may have their characteristics written down in the following fashion:

₪ TRADEGOR *(he/him)*

Peddler of lucky charms

`DEAL-MAKER` `CHARISMATIC`

> Once a beautiful swan left home without paying any mind to his luck. Many moons waned before he came back as a big, snorting boar. Now he tries to offer luck to wary travelers, very much like the one he ignored.

HOPE: To learn the weirdest, rarest stories
SECRET: An invaluable memory
BURDEN: Terrible manners *˚GRUMBLE˚*
MOVES:

- **SHOUT** "LUCKY CHARMS!" over a myriad of Trinkets
- **OFFER** just what you need, if you share a juicy story
- **MAKE** disgusting, oddly endearing noises
- **SHOW** up kind of anywhere

MOVES

A Wisp can make one of their moves any time it makes sense, but a great time to do so (especially if they are antagonistic) is when…

- A kid Rolls the dice and gets a 9 or lower.
- A kid accepts a Bargain.
- You make one of your Solar moves.

BASICS

> *Name*, *Description*, *Hope*, *Secret*, *Burden*

A Wisp's basic information aids you in portraying them. It has no direct bearing on the game's rules.

"Your mane is sooo silky. What's your hair care routine? Will you tell me?"

CHAPTER 4

The Journey Begins...

o over the following steps in person as you gear up to start the game. You needn't devise a premise nor create characters prior to starting.

1. GATHER MATERIALS (10 min)

Gather 2-4 friends, a collection of four-sided 4, six-sided 6, and eight-sided 8 dice, a copy of the print-at-home kit, and 1 character sheet per player. Index cards, pencils, tokens, coins, and scrap paper also come in handy.

2. PREPARE THE GAME (10 min)

Once everyone has sat down, glance over Chapter 1's *A Role-Playing Game?!* and talk about your hopes and expectations for the game until everyone is on the same page about the premise. Consider the following topics to get you started:

- **TONE:** Do we want the story to be silly and light-hearted? Or spooky? Or something in-between?

- **LENGTH:** How many sessions do we plan on playing for? Who is going to play The Moon?

- **HOPES:** What are we looking forward to the most? Each player should have the opportunity to voice their hopes for the session you're about to play or the campaign at large. Some common keywords to brainstorm are: Cozy, Exploration, Fantastical, Folklore, Found Family, Introspective, Landscapes, Monsters, Mystery, Upbeat, Queer, and Weird.

3. TAKE CARE OF ONE ANOTHER (15 min)

Now, take a moment to glance over this list of actions. Make sure everyone knows the following can be invoked at any time for any reason and that the content of the story can always change to accommodate to your preferences. You can remove any subject matter that makes a player feel uncomfortable, skip past a scene you don't want to play out in detail, or retroactively change a previous scene. For example, if someone says they don't like spiders, then don't put spiders in the game.

Could we rather... Suggest a different course of action.

Can we not... Set a boundary when making a decision.

Wait. Is everyone okay with that? Halt a scene and check everyone's comfort level before going further.

I loved that! Encourage another player. Boost their confidence.

What is ( ) up to? Pass the spotlight to a player that hasn't spoken yet.

No. Clearly set a boundary.

I don't know. Pass on a question and fade into the background for now.

Let's take a break. Stand up and stretch your legs.

Let's skip this. Glance over and move onto the next scene.

Let's say that instead... Reframe a previous scene.

Let's stop / I'm leaving. Call for the end of the session or step away if you need to.

4. ESTABLISH THE LORE (20-30 min)

Take turns reading the following questions. Then, as a group, pick one answer for each question to build a fuller grasp of the setting.

WHERE DO WE COME FROM? Choose **1**:

- *A village* from centuries long past, run by witches big and small.
- *A quiet block* in the middle of nowhere, from times modern and mundane.
- *An industrial town* going through growing pains, steam fogging its chimneys and trains.
- *A riveting capital* or perhaps a country house, where your well-intentioned guardians are nowhere to be found.

WHAT IS THE THE DAYDREAM? Choose **1-2**:

- *A vibrant island* of adventure and mischief, crowned by unruly waters and emerald greens.
- *A crimson woodland* of hazy roads and naked oaks, where winter's dark is soon to take hold.
- *A sunny country paved in gold*. A metropolis built on clockwork hides inside its core.
- *A star-showered sea* under an endless night, where planet-worlds orbit and ships soar the sky-space.

WHY ARE WE HERE? Choose 1:

- *We are lost!* How will we find a way back home?
- *We've ditched the old place.* Will we call this place our new home?
- *We're looking for a dear friend.* Will they come home with us?
- *A Wisp asked for our help.* Why do they need us?

ᘐ **WHO IS BY OUR SIDE?** Choose 1 companion or 1 hideout:

COMPANIONS

- *A flame spirit.* Prideful, mellow, and lively.
- *A horned owl.* Ironic, aloof, and defiant.
- *A glasswork wonder.* Rigid, graceful, and caring.
- *A pumpkin head.* Sardonic, witty, and astute.

HIDEOUTS

- *A sunken burrow* with many ins and outs.
- *An air balloon* that none of us knows how to control.
- *A patchwork tent.* Small on the outside and big in the inside.
- *A pocket world* with all of our favorite stuff inside it.

5. CREATE CHARACTERS (30 min - 1h)

Draw all character cards and start placing one of each type onto your character sheet. You may select each card or draw at random.

- **Draw 1 Upbringing card:** This card dictates your 2 starting Traits and 1 of your starting items.
- **Draw 1 Compass card:** This card hints at the overall personality of your kid and grants you 2 permanent skills.
- **Draw 2 Item cards:** In addition to the item set by your Upbringing, draw 1 more card. (Preferably a Trinket)
- **Pick a Name and Look:** See Page 74 for ideas. You must also decide the age of your kid—somewhere between 7 and 11 works best!
- **Introductions:** After everyone has drawn all their cards, go around the table and introduce your kids one player at a time.

- **Set Valor, Stardust, and Memories.** On your character sheet, set your Valor to 5. This is your max Valor for now. Then, set your Stardust to 2—you cannot ever hold more than 6 Stardust. If you're feeling inspired, feel free to also go ahead and capture a Memory: everyone grabs 1 Memory token and writes the first entry of their Diary, themed around a recollection from the place you come from.

- **Create ties.** Every player picks 1 item from each column to formulate a question and asks it of another player:

WE ARE...		AND I WONDER...	
1	Friends	1	Why are we so close?
2	Siblings	2	How do I care for you?
3	Cousins	3	Why do you never visit?
4	Twins	4	Why are you a mystery?
5	Neighbors	5	Why are we always fighting?
6	Strangers	6	Why do I consider you family?

6. START THE CAMPAIGN (1-2h)

After you've created your characters and established the lore, check in with the group to decide whether you are ready to jump into the game right away. If not now, pick up from here the next time you meet for a game session.

☽ TO START THE GAME...

The Moon describes the last day, hours, or minutes before you cross into The Daydream. *How is this all set into motion?* You each get a chance to introduce your character during this prologue.

Shortly after, The Moon goes through the steps from Running an Adventure and, once ready, sets the scene and triggers the "Go on an Adventure" move (p.48).

By the end of the session, you should be at least halfway through the Adventure. Wrap up play by making the "End the session" move.

Each of you then describes what you're looking forward to seeing next time, The Moon included. Write down your answers and revisit them next time you sit down to play.

7. PLAYING A ONESHOT (1-2h)

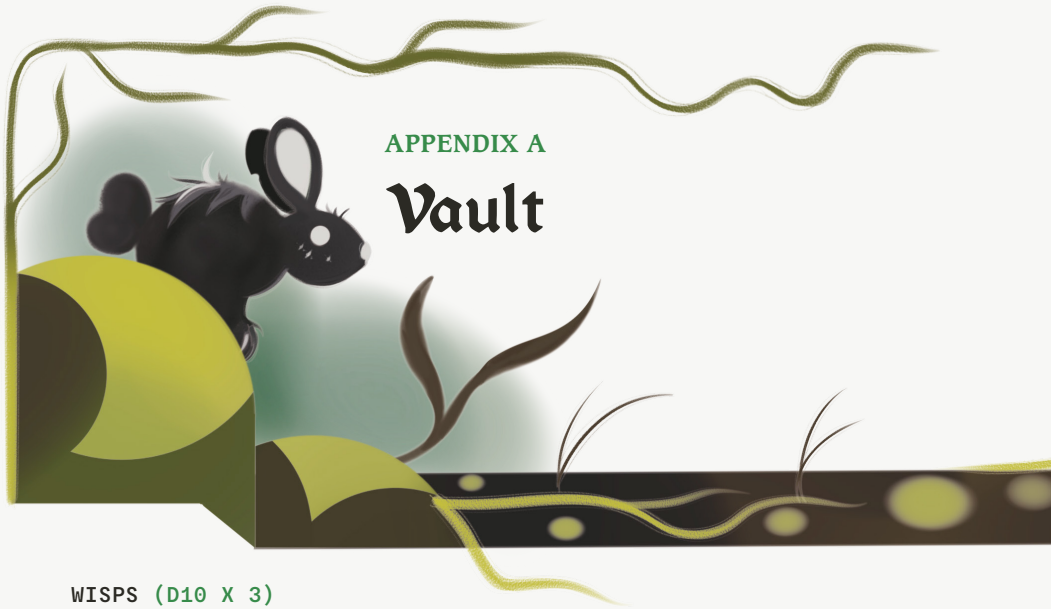
If you're playing for a single session...

1	Skip step 2 (Establish the Lore).
2	When making characters, rely on randomized card draws to save on time. Try to keep character creation under an hour.
3	When starting play, hard-frame a starting situation: assume that the kids have already been traveling together for a little bit and focus on the short-term goal of their upcoming Adventure. If you have some time left afterwards, you may try your hand at the Rest phase. (p.49)

₪ QUICKSTART QUESTIONS

In a oneshot, answer these questions (or any similar ones that may fit your situation) to fill in the blanks of what your characters have been up to:

1	You were trapped in ( ). What did you leave behind?
2	You heeded ( )'s pleas for help. How did you help them thrive?
3	( ) is chasing you down. What did you take from them?



APPENDIX A

Vault

WISPS (D10 X 3)

A / AN...	CREATURE	WHO'S ACTUALLY...
1 humble	hedgehog	so friendly once you get to know them.
2 naughty	toad	hiding a great treasure.
3 crafty	witch	a powerful wizard!
4 impatient	caterpillar	an outstanding hurdy-gurdy player.
5 methodical	sheep	thirsty for adventure.
6 zany	tiger	best friends with your worst enemy.
7 dilligent	bat	at the brink of a great discovery.
8 cheeky	mouse	training to become a knight.
9 persuasive	rabbit	The Daydream's latest heartthrob.
10 beautiful	fungus	super into dragons.

THEIR NAME IS... (D6 + D10/2)

1	Gramps	Azalea	Finette	Kolt	Silas
2	Elfan	Tadhg	Jimm	Oisin	Helga
3	Gaston	Prunella	Yon	Edna	Lilibet

	A / AN...	CREATURE	WHO'S ACTUALLY...
11	haggling	macaw	plotting a coup.
12	ambitious	horse	pursuing a career as a clown.
13	paranoid	snake	fresh out of bard college.
14	brilliant	ghost	making a play for the throne.
15	loving	owl	a widely acclaimed poet.
16	distrustful	unicorn	three kids in a trench coat.
17	hurt	octopus	the subject of a great prophecy.
18	lethargic	pirate	just a little guy.
19	gloomy	wolf	a monster in disguise.
20	ferocious	crocodile	the Fairy Prince.

4	Fredrick	Rosetta	Cliona	Hawthorn	Coco
5	Stonya	Gwilyn	Heriberto	Nova	Marin
6	Khoreo	Sigurd	Fregnard	Elsie	Merrick

ADVENTURE SITES (D20)

	A / AN...	TAKEN OVER BY...
1	cave network	ferocious nature.
2	submerged forest	a kid's shadow.
3	smelly swamp	a strange hex.
4	beautiful manor	a cruel ruler.
5	temple grotto	weird fungi.
6	mountain mine	crows.
7	beast's insides	an exploitative party.
8	battle fortress	ancient spirits.
9	train station	dragons.
10	cozy inn	your own memories.
11	thief's hideout	an unforeseen winter.
12	wizard's tower	the passing of centuries.
13	mouse burrow	lies.
14	cloud ridge	a call to migration.
15	ghost ship	a battle's aftermath.
16	giant forest	a tornado.
17	active volcano	a selfish star.
18	duel arena	a lonely kid.
19	pirate haven	a spooky mist.
20	alien forest	sentient winds.

"Haskell, the vibes of this shortcut are... ominous, to say the least."

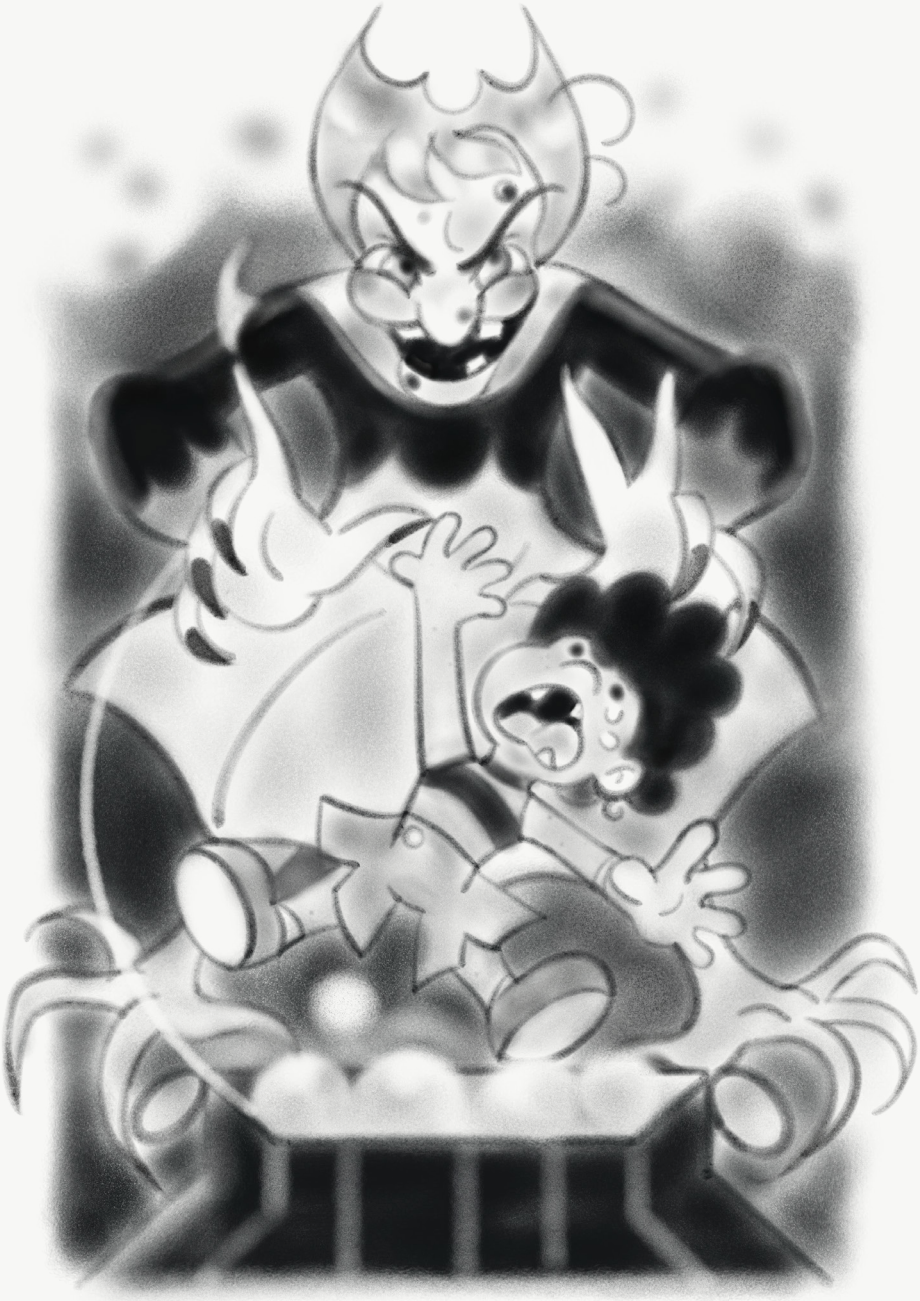
ADVENTURE IDEAS 1/2 (D20 X 3)

	WE...
1	are recruited as promising disciples
2	hide as stowaways on a ship
3	start having visions of the future
4	lose our way in a gigantic maze
5	meet someone *sliiiiiightly* suspicious
6	meet a gravekeeper who's made a mistake
7	struggle to find a place to pass the night
8	seek to haggle with a merchant
9	come across an artist struggling to find inspiration
10	find another human child
11	stumble into a ghost town
12	are handed a magical egg we must handle carefully
13	meet a Wisp who's sad and lonely
14	are caught in the middle of a fight
15	are summoned as witnesses for a trial
16	notice a messenger struggling to carry their package
17	are handed a letter that's not meant for us
18	witness a hurt creature beached by the lake
19	awaken in a seemingly empty castle
20	are invited to a luxurious grand opening

AND...	
1	heavy rain inundates the area
2	a monster caravan is following us
3	we need a disguise to blend in
4	a giant crocodile is wreaking havoc
5	it's imperative we do some fishing
6	a flying squirrel offers guidance
7	a shapeshifter is trying to deceive us
8	skeletons are coming back to life
9	inanimate objects are bewitched into motion
10	crow cries darken the sky to nighttime
11	a cloud-whale approaches
12	a witch with a broken heart is acting on impulse
13	the area is surrounded by poison
14	there's traps everywhere
15	we have been targeted by pirates
16	something glimmers underwater
17	a fairy has taken a liking to us
18	we must overcome increasingly dangerous tests
19	there's a weird garden where people whisper
20	we see a prisoner escaping

ADVENTURE IDEAS 2/2

	BUT IT TURNS OUT...
1	we were on a dragon's back all along!
2	we're reliving someone's memories!
3	wild spirits are taking control of people!
4	we were unknowingly helping the bad guy!
5	it was all a trap!
6	they *do* have a point, though!
7	one of our friends isn't who we thought!
8	our previous actions set this into motion!
9	we are almost out of time!
10	we are teleported somewhere else!
11	we are much needed here!
12	we need to carry something very heavy!
13	we lose something important!
14	they wanted us here all along!
15	we can't leave!
16	someone turns out to be very powerful!
17	the solution lies within ourselves!
18	someone is very hurt by what we've done!
19	it was all a distraction!
20	we're confronted with our worst fears!



"Now, what do we have here but the perfect ingredient I was missing!"

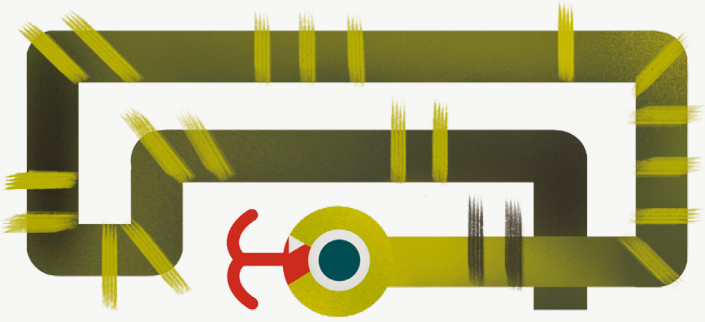
APPENDIX B

Play Decks

All of the following tables except for *Looks* and *Names* are included in the print-at-home kit as card suits, but are also included here for reference.

NAMES (D6 + D12)

1-2	1	Eliot	Keith	Edwige
	2	Kai	Mab	Rowan
	3	Val	Jael	Viv
	4	Gertrude	August	Lillia
3-4	5	Kyle	Adja	Oliver
	6	Charlie	Angus	Ailbhe
	7	Mila	Mel	Emilio
	8	Margo	Ynes	Astrid
5-6	9	Morgan	Haskell	Finn
	10	Jasper	Brooke	Henry
	11	Lucy	Arwen	Jacob
	12	Andy	Brynn	Bianca



LOOKS. PICK 2-3 (D12 X 3)

1	Tiny	1	Pajamas
2	Flowy cape	2	Sparkling eyes
3	Growing teeth	3	Ripped overalls
4	Patched tunic	4	Clacky clogs
5	Too tall for their age	5	Thick gloves
6	Stained sundress	6	Freckles all over
7	Reddened cheeks	7	Jewelry for days
8	Wrapped in a mantle	8	Patterned socks
9	Flowery sandals	9	Crocheted cardigan
10	Round glasses	10	Sturdy flannel
11	Baggy pants	11	Glittery headband
12	Oddly shaped hat	12	Giant boots

UPBRINGING (D20)		TRAITS	ITEMS
1	Herder's Youngest	Nurse (D4) Herd (D6)	Something Long (A.4)
2	Bookbinder's Assistant	Read (D4) Tinker (D6)	Something Crafty (A.2)
3	Troupe Dancer	Agile (D4) Entertainment (D6)	Something Jingly (A.9)
4	Oven Urchin	Robust (D4) Timing (D6)	Something Fiery (A.3)
5	Street Rapscallion	Intuition (D4) Slippery (D6)	Something Annoying (A.7)
6	Woodworker's Page	Craft (D4) Mend (D6)	Something Pointy (A.1)
7	Oldest Orphan	Improvise (D4) Promises (D6)	Something Alive (A.6)
8	Temple's Secret	Quiet (d4), Discipline (d6)	Something Sticky (A.5)
9	Errant's Apprentice	Cute (D4) Mischief (D6)	Something Harmonious (A.8)
10	Forest's Secret	Wildlife (D4) Wits (D6)	Something Sturdy (A.10)

UTILITIES (D10)	COMMON TOOLS
A.1	Something Pointy: A shovel, gardening shears, a hand saw
A.2	Something Crafty: A needle and thread, paper and ink, metal tools
A.3	Something Fiery: A candle, a lantern, bellows
A.4	Something Long: A wooden pole, a step ladder, a butterfly net
A.5	Something Sticky: Honey, oil, glue
A.6	Something Alive: A chonky frog, a trusty owl, a shiny beetle
A.7	Something Annoying: A slingshot, a boomerang, a horn
A.8	Something Harmonious: A banjo, a hurdy-gurdy, a mandolin
A.9	Something Jingly: A tambourine, a ring of keys, a toy
A.10	Something Sturdy: A length of rope, a thick cushion, gloves

TRINKETS (D20) BEWITCHED ARTIFACTS	
B.1	Valorful Star: Cast shadows away. You can't use it if you feel afraid.
B.2	Wiggly Twig: Twitches when something's not right—or when you lie.
B.3	Trendy Trunk: Dress perfectly for the occasion every time you open it. You really stand out.
B.4	Fireproof Quilt: Protects you from anything until you run out of air.
B.5	Serpentine Leash: Quickly climb any surface—if you keep it well fed.
B.6	Happy Pan: Make a meal out of anything. The effect is unknown.
B.7	Wax Wings: Ascend gracefully for a short time—you're at the mercy of the wind.
B.8	Wishful Horseshoe: Pulls you to what you seek with great force—whether you want to or not.
B.9	Wayward Knots: Untie one knot to warp to the other knot—wherever it may be.
B.10	Feather Hairpin: The next thing you touch becomes light enough for you to hold—duration unknown.

TRINKETS (D20) BEWITCHED ARTIFACTS	
B.11	Obsidian Cauldron: Melt anything into its prime components.
B.12	Stormbringer Pebble: The weather changes in a snap. You'd do best to hide.
B.13	Mercury Mirror: Reflects things as they truly are. Sometimes the reflections leap out.
B.14	Eager Paruppu: Grow a massive stem in a matter of seconds. It rises far into the sky.
B.15	Jinxed Unicycle: Smoothly slide over the tightest of ropes. The unicycle goes where it wants to.
B.16	Unicorn Saliva: Mend the breaks in any object. Something else fractures.
B.17	Mnemonic Lamp: Reveal what hides in the past. You must escape back to the present every time.
B.18	Folk Mask: Appear as a big and scary creature. Something always gives it away.
B.19	Invertebrate Whistle: A multitude of bugs come to your aid. You must repay the favor.
B.20	Underdweller's Moth: Pick an emotion—you and everyone else present viscerally embodies it.

TRAITS (D10)

1	Craft (D4)	Discipline (D6)	Firm (D8)
2	Cute (D4)	Entertainment (D6)	Dream (D8)
3	Improvise (D4)	Herd (D6)	Heart-speak (D8)
4	Intuition (D4)	Mend (D6)	Honesty (D8)
5	Nurse (D4)	Mischief (D6)	React (D8)
6	Quiet (D4)	Promises (D6)	Reckless (D8)
7	Agile (D4)	Wits (D6)	Strength (D8)
8	Read (D4)	Slippery (D6)	Teach (D8)
9	Robust (D4)	Timing (D6)	Trust (D8)
10	Wildlife (D4)	Tinker (D6)	Valiant (D8)

WONDER COMPASS

> You are drawn to question how things are—to their inner workings. In The Daydream, there's just so much to marvel at. So many things to get your hands on! You shall learn it all!

℘ **How does that work?** When you grasp something intriguing about The Daydream by nosing about, collect 1D4 Stardust. If you put everyone at risk while doing so, capture 1 Memory.

℘ **A-ha!** Once per session, you just know how something works. Where did you learn it? Take +2 to act.

CAUTION COMPASS

> You think twice before you act—that's what's kept you intact. The Daydream is no different: it's better to watch your step than to fall.

℘ **And why should I trust you?** When you question something that sounds a little bit too good, collect 1D4 Stardust. If you make everyone change plans, capture 1 Memory.

℘ **I knew it!** Once per session, you may say you saw a Setback coming all along. What measures did you take? Take +2 to act.

WARMTH COMPASS

> Unbridled kindness and a big heart guide you—they've served you very well all this time. While being stranded here is scary and all, why not make some friends along the way?

Do you want to be my friend? When you offer hospitality or aid to a Wisp and there's nothing in it for you, collect 1D4 Stardust. If the Wisp is dangerous, capture 1 Memory.

This is Bob! Once per session, you can declare a friendly Wisp has decided to join you on your current Adventure. How did you get them to tag along?

MISCHIEF COMPASS

> You just can't keep yourself from trouble. It just comes to you, really! Plus, with no adults in The Daydream…you may as well have a little bit of fun.

Where did they go? When you mysteriously disappear to conjure up shenanigans, collect 1D4 Stardust. If you come back with trouble, capture 1 Memory.

I have an idea! Once per session, you can come up with a bizarre scheme to get what you want. Who do you plan to fool? Take +2 to act.

CARE COMPASS

> You are the voice of reason among your friends and the oldest in mind or age. They don't realize the danger you all face here; you must keep them safe.

Say something! When you stand up to a Wisp in an attempt to keep you all safe, collect 1D4 Stardust. If you successfully prevent conflict, capture 1 Memory.

Left…! I mean…right! Once per session, you can guide everyone to act as a team. How do you make them listen? Take +2 to act.

FLIGHT SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can fly away for a couple of minutes at a time.

FORGE SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can alter an object's materials or features. The effect lasts for up to 10 minutes or until the object breaks.

STRENGTH SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can summon strength worth 3 or 4 grown-ups. The effect lasts for up to a minute.

SHAPESHIFT SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can shapeshift into a mixed creature: Just say which animal is which part. The effect holds for a couple of minutes.

DREAM SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can create objects out of thin air. They dissolve back into pure imagination after a couple of minutes.

FEEL SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can understand a Wisp's thoughts at a glance.

WEATHER SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can reshape the environment. The effect holds for an hour or so.

DOOR SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can open or close a secret, one-way passage.

STRETCH SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can make objects bigger or smaller. The effect holds for a minute or so.

PIRATE SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can become supernaturally fast and dextrous. The effect holds for a minute or so.

EMBER SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can kindle a blazing flare of wandering light. It lasts about 20 minutes.

STRAW SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can turn your insides into cushioned straw—no fall or object can hurt you. The effect lasts for up to 10 minutes.

GHOSTLY SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can become translucent and go through any solids. The effect lasts for up to 10 minutes.

NO SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can neutralize something bad that's about to happen. Whatever it is, it just doesn't come to pass.

MAGNET SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can attract or repel objects from you. The effect lasts about 5 minutes.

STASIS SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can freeze objects in time for up to a minute.

FRIEND SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can dream up an imaginary friend that can do things you can't do or know things you don't know. They vanish after a couple of minutes.

QUIET SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you and your friends can move without being heard, so long as no one speaks. The effect lasts for up to 10 minutes.

PUPPETEER SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can pull the strings of a person or object for a minute or so.

METAL SPARK · 1D4 VALOR TO REVEAL · 1D4 STARDUST TO USE

> From now until the end of the Adventure, you can become shiny metal. The effect lasts for up to 10 minutes.

"I WILL ASK ONE MORE TIME. WHO ATE THE CAKE?"

THE ECHO SHADOW

> A silent, shadow-clothed silhouette leaps into the scene. It looks identical to you—yet it antagonizes your actions.

₪ Answer: How is it different from you? What can it do that you can't?
₪ Draw the Condition "A Target of Attention."

THE NIGHTMARE SHADOW

> A recurring nightmare transforms the scene. It is rooted in an old fear or memory—now for everyone to see.

₪ Answer: What person or theme embodies the Nightmare? How does it distort the truth?
₪ Draw the Condition "Terrified."

THE IMP SHADOW

> A folk creature you have been cautioned against makes an appearance or turns out to have been a Wisp all along.

₪ Answer: What's scary about it? What does it do to children?
₪ Draw the Condition "Bewitched."

THE TREASURE SHADOW

> An aspect of yourself detaches from you and becomes a living manifestation of who you are. It is glimmering, beautiful, and fragile. Be sure not to lose it.

₪ Answer: What physical shape does this feeling take? What would happen if someone stole it from you?
₪ Draw the Condition "Burdened."

THE BOOGEY SHADOW

> A creature separates you from the rest: They act inviting and alluring and implore you to "help" them.

₪ Answer: What makes you think they are not who they seem? How do they convince you to act against the rest?
₪ Draw the Condition "Caught in a Lie."

WHEN YOU HOLD A CONDITION, flip a coin to act. On heads, draw on 1 Valor to act.

A TARGET OF ATTENTION CONDITION

> A Shadow, beast, or admirer just won't leave you alone. If given the choice, they'll always pursue you at any cost.

When you free yourself from the pursuer, capture 1 Memory and discard.

BEWITCHED CONDITION

> You are under some kind of curse: your hands and feet swap, you move against your will, your mouth becomes a parrot's beak.

When you break free from the curse, capture 1 Memory and discard.

BURDENED CONDITION

> You juggle way too many items, expectations, feelings, or responsibilities.

When you let go of some of the weight, capture 1 Memory and discard.

TERRIFIED CONDITION

> You glimpse a monster's eyes, you must face your fears, you're about to get swallowed whole.

When you escape the source of your fear, capture 1 Memory and discard.

CAUGHT IN A LIE CONDITION

> You're spinning a tale, passing for someone you're not, or otherwise fooling a Wisp.

When you get caught or cement the lie as truth, capture 1 Memory and discard

APPENDIX C

The Farmstead

By Mikey Hamm & Ema Acosta

hrough a broken gate, down a path of packed gray dirt. Run and hide. Run and hide until you're lost in the corn, where deep red calico ears rattle in the warm breeze for acres.

As the shadows lengthen and the sky turns navy, as the path turns muddy and the stalks turn to stover, you are greeted by the smell of pigs and woodsmoke and the sound of a barn door that's been banging in the wind for years.

Clothes bleach on the line, weeds choke the grounds, and no one is here except those who can't leave.

‡ You wind up at The Farmstead because…

1	You were running from something and hid here. What?
2	You heard laughter and followed it. What did it sound like?
3	You tried to take a shortcut. To where?
4	You are certain a relative of yours had a place nearby. Who?
5	You remember having a good reason but forgot what it was.
6	You woke up on a bed of corn husks without remembering why.

ǂ TRINKETS

As you explore The Farmstead, you may find…

1	*Beatbox Blanket:* Lifts you high above the corn field so long as you stay on beat. FARMHOUSE
2	*Dread Detector:* Points to the nearest place where bravery calls. SHACK
3	*Versatile Pitchfork:* Pierce and lift heavy things. Bends away from the living. HAYSTACK
4	*Silver Needle:* Sew anything to anything. Be careful not to prick yourself. HAYSTACK
5	*Music Box:* Plays a song you forgot you loved. What happens if you reverse the lyrics? FARMHOUSE
6	*Goldie's Golden Tooth:* Earns you The Howls' respect. Spare space in your mouth for a tooth is required.
7	*Habanero Toad:* Feed it spices to make it spit a flare or warm you on a cold night.

ǂ CONDITIONS

Be careful not to catch…

1	**BEE STINGS!** They puff you up and make you itchy. So *itchy*. When you find a calming lotion, capture 1 memory and discard. Linda usually has some.
2	**RIGHT AT HOME:** Maybe all you've ever known *is* The Farmstead. When you confront the truth, capture 1 memory and discard.

WHAT'S REALLY GOING ON?

SPOILERS! The Farmstead is a pocket world controlled by the mischievous Scarecrow (p.103), who can shape anything within the cornfield as he likes and has let the kids in to play tricks on them.

ESCAPE THE FARMSTEAD WHEN YOU…

1	Correctly answer The Scarecrow's riddle. (p.103)
2	Convince The Crows to carry you away. *They will ask for something in return.*
3	Earn the trust of Linda and follow her plan. (p.102)
4	Pit at least 2 NPCs against The Scarecrow. Each NPC may be convinced differently. To convince The Family, show them the mirror from THE CISTERN (p.99). To convince Gus, get proof from THE BUTCHERY (p.97). To convince Linda, find a human-world explanation for what's happening. The Crows and The Howls, opportunistic as they are, will turn once they see major opposition.
5	Stay with The Family, awaiting a harvest that will never come.

ǂ THE CHARACTER'S TRUTHS

ᘐ **THE FAMILY:** The Scarecrow created The Family out of the kids' memories, but The Family doesn't know that. If you make The Family look in the mirror from THE CISTERN, they realize they are human-sized straw puppets.

ᘐ **GOLDIE, THE HOWLS, AND GUS:** They are all Wisps who have been lost here for a long time. The Howls enjoy scaring off the poor souls who get lost in The Farmstead, so they aren't going anywhere. Gus could try to leave at any time, but he's too scared and doesn't know anything else.

ᘐ **THE CROWS:** The Crows know the truth, but they can't be bothered to spell it out unless bribed. They can fly in and out of The Farmstead as they please.

ᘐ **LINDA, THE FAKE BEEKEEPER:** Linda is a grown-up disguising herself as one of the beekeepers. She thinks she's still in the human world and is trying to find a way out.

ǂ HOW DOES THIS WORK?

There are two main areas: The Cornfields and The Yard. The standard pace of the Adventure is to start in The Cornfields, explore some of the locations, and shortly after enter The Yard. After meeting The Family, the players may choose to go out into The Cornfields to explore some more and meet the rest of the cast. After which, once they've met Linda, Gus, The Scarecrow or The Crows, they'll formulate some kind of way out. The Farmstead does not have a predefined end: let the players chase whichever characters and side stories they wish and decide on a satisfying way to end the adventure based on the "Escape The Farmstead..." table.

THE CORNFIELDS AREA 1/2

Many have been lost to this thick, endless acreage of multicolored corn. Many still are. The corn itself is dry and nearly ready for harvest, as it has been for years now. You can hardly feel the soil under your feet through the layers upon layers of straw.

During the day, the towering stalks nearly block the sun. At dusk, they look like languid figures standing still so you won't notice them. It is impossible to find your way through the corn without a guide. All efforts bring you back onto the muddy pathway leading to THE YARD.

‡ WHEN WANDERING THE CORNFIELDS, YOU MAY…	
1	Hear giggly laughter coming from all directions, as if someone was laughing at a really good joke.
2	Watch Goldie emerge from the corn, alone.
3	Run into Goldie, leading The Howls.
4	Meet The Scarecrow, who never seems to be planted in quite the same place.
5	Be paid a visit by The Crows, who are drawn by your shiny, shiny belongings.
6	Stumble into a site… (See next table)

⸸ TIPS FOR THE MOON

Upon starting the adventure, you may roll or choose something from the "When Wandering the Cornfields..." table.

- Don't shy away from simply telling the kids they run into THE YARD over and over again, regardless of what they do. Once they've explored THE YARD, they can always go back out again into The Cornfields (especially if they find the *Dread Detector* or the *Beatbox Blanket*; see the Trinkets table).

- The Cornfield Site locations are in order of suggested appearance.

⸸ CORNFIELD SITES. If you chose **6** from the previous table, roll or choose a location for the kids to explore...

D4	D6	LOCATION	LIKELIHOOD
1-3	**A**	The Yard	Extremely likely
4	**1**	The Silo	Unlikely
	2	The Sty	Unlikely
	3	The Haystack Maze	Unlikely
	4	The Pumpkin Patch	Extremely unlikely
	5	The Butchery	Extremely unlikely
	6	The Apiary	Extremely unlikely

1. THE SILO

> Don't play in this. They say someone drowned in the grain once. Who's they? *The voices in the silo, of course!*

THE SILO: The grain spins forcefully and endlessly. The ghosts seem to be playing tag.

- If you get to the top, there's a window from which you can peek through and glimpse `THE PUMPKIN PATCH` and `THE STY`. *How do you get there, though?*

OUTSIDE THE SILO: The metal panels are smooth and polished. It ain't an easy climb—not to mention the ghosts will try to grab your feet. *It's just too easy!*

- If you get to the roof, there's a colorful windsock flapping in the air. Maybe even a *Trinket* as a treat.

SILO ENCOUNTERS	
1	Mole-the-Mole searches for treasure in the grain.
2	Tiny-the-Crow is eager to take your stuff.
3	Termites EVERYWHERE.
4	An unnamed ghost asks you to bring them cloth so that others will finally notice them. *Where could you find such a thing?*

2. THE STY

> A fenced section of foot-deep mud. Inside, there's a trough filled with slop, scattered ears of corn, and a simple wooden building barely large enough to house its sole occupant, Gus.

₪ **IF YOU LOOK CLOSELY:** A small straw puppet is to be found tucked inside the pig house. Gus can get defensive about it, but if pressed he'll admit it's his friend *Buddy*. Something's off about it, though.

₪ **BUDDY:** *Buddy* is The Scarecrow's doing: a seemingly harmless toy he uses to spy on you. It bewitches into motion when nobody's looking.

2. THE HAYSTACK MAZE

> A warm place for you to sleep on a cold night or find relief from The Howls. A steep dip in the field hides a pit with endlessly-stacked piles of hay. You're not sure how deep it goes, but a thorough search or good luck may reveal the *Versatile Pitchfork* or the *Silver Needle*.

₪ **SPENDING THE NIGHT:** If you cozy up and light a fire, a pumpkin traveler shows up to offer you its wares.

₪ **GOING DEEP:** If you move the haystacks at the very bottom of the pit, you will find a hidden passage leading to THE FARMHOUSE'S Latrine. Something scary is in the way, though. *Kind of like in Minecraft*.

4. THE PUMPKIN PATCH

> This rotting garden was once a village for adorable, clothing-wearing wildlife. Sunken pumpkin houses with tiny brick chimneys stand vacant. Peering into the tiny, trellised windows reveals empty bedrooms and bare cupboards—dioramas of the past. What happened here? Where is everyone? New pumpkin plants sprout nearby.

THE CROWS' NEST: This is where The Crows sleep, and the lair where they stash *aaaaall* their shiny things.

THE SKELETON: You may find one of the two keys to THE CISTERN clasped in the cold hands of a definitely-not-human skeleton that definitely doesn't move and who would definitely not snap "*What ya gonna do with that, huh!?*"

PUMPKIN PATCH ENCOUNTERS	
1	Linda is scavenging for a car engine.
2	The Crows haul back their latest steal.
3	Coyote pups are trying to impress the pack by taking something that's not theirs. *Perhaps the skeleton?*
4	A massive Pumpkebeest (HOPES TO *Eat something tasty*) is animated by The Scarecrow.

5. THE BUTCHERY

> A crumbling building taken over by The Howls. They chew on old bones, lick salty metal hooks, and tell crude jokes to each other until they cackle.

₪ **IF YOU DARE TO COME HERE:** You may find one of the two keys to THE CISTERN, carefully lodged in the back wall of the coyotes' sleeping quarters.

₪ **THE BIRTHDAY PLANS:** THE BUTCHERY holds definitive proof of what The Howls are really planning to do on Gus' birthday: an annotated pig butcher chart, an embroidered dinner invitation waiting to be sent to far-away relatives, and so on.

6. THE APIARY

> A cluster of beehouses hidden in a secret clearing. Dark-veiled beekeepers, silent except for low muttering, harvest sparkling honey from drunken bees.

₪ **THE BEEKEEPERS:** Dressed in *we're screwed* black. Their thermo foggers can put you to sleep. Removing their masks reveals nothing inside. *Just a bad dream.*

₪ **THE HONEY:** If drank, grow *Wax Wings.* (p.78, B.7)

₪ **LINDA:** She may secretly try to talk to you, or blow her cover and defend you if you confront The Beekeepers.

THE YARD AREA 2/2

Old wheelbarrows, plows, and other lost things have been grown over by flowering weeds and tall warm grasses. Grasshoppers herald your every step, scattering in a fountain of buzzes and clicks.

A1. THE FARMHOUSE

> A derelict two-story building with a collapsing roof and flooded root cellar. The Family lives here, seemingly oblivious to the disrepair.

₪ **FIRST FLOOR:** A dirty kitchen with disorganized ingredients. Someone periodically comes in the kitchen and seasons meat, washes a dish, or heats up the oven, but a meal is never completed. Occasionally you hear two or three notes of music coming from under the floorboards.

₪ **SECOND FLOOR:** Bedrooms, one set aside for each of your grown selves. In each room, there's old mementos from back home. One of the beds bears the *Beatbox Blanket*: the only neatly folded thing in the house.

₪ **BASEMENT:** Going down the stairs leads you to the flooded cellar. The *Music Box* floats above water.

₪ **BACKYARD LATRINE:** Lovely! Here's where the hidden passage from the `HAYSTACK MAZE` leads.

A2. THE SHACK

> Close to THE FARMHOUSE is a small, crooked shack overflowing with tools, papers, screws, and other junk.

UPON INSPECTION: You may notice the *Dread Detector*, quietly shuddering in the corner.

FREEZER: A latch in the floor leads to a second chamber, packed with blocks of ice chopped from a nearby lake and packed tightly with straw. A nice place to nap on a hot day. *The Habanero Toad* is trapped inside one of the ice blocks.

A3. THE CISTERN

> Hidden in the tall grass is a rotten lid with two padlocks covered by dandelions. Removing them exposes an underground reservoir for collecting rainwater. Your reflections dart back and forth. Decades of memories pool here. Bad ones—the runoff of fear, despair, and shame from the surrounding area. *Something glints at the bottom, though.*

SHADOWS: All the bad pranks The Scarecrow has played concentrate in the cistern's waters. Foggy shadows leap out—be prepared to wrestle them if you submerge.

THE MIRROR: A *Mercury Mirror* (p.79, B.13) lies on the cisternbed. If The Family looks at it, they realize they are but straw puppets—a mere confection by The Scarecrow.

TIPS FOR THE MOON

By default, THE CISTERN is locked and must be accessed using the keys from THE BUTCHERY and THE PUMPKIN PATCH. If you want to make the game easier or shorter, make it so the kids only need one key or no keys.

WISPS

₪ THE FAMILY

Lost Residents

WELL-INTENTIONED STUBBORN

> As you look closer you realize The Family is you: all grown up and with minds polished smooth of all memories—of anything other than The Daydream. How did they get here? How did you? Can you even remember?

₪ **HOPE**: Find a way back to…where? Home? Nonsense. *This is home, isn't it?*

₪ **SECRET**: The forgotten keepsakes in their rooms.

₪ **BURDEN**: The faint memory of what happened to them.

₪ **MOVES**:

> - **TREAT YOU** like you're part of the family. Like you've always been here and always will be. Like you're the ones misremembering.
> - **SET YOU** to ineffective, bizarre chores like washing the firewood, trimming the brooms, painting the dishes and pans, and laying out tomorrow's hairbrushes. They expect you to take on similar duties of your own.
> - **GET DEFENSIVE** when you try to tell them the truth. Change the subject, fall silent, get angry, drive you out or lock themselves up in a room.

₪ GOLDIE & THE HOWLS

Band of Coyotes

`INTIMIDATING` `PRANKSTERS`

> Rowdy squatters led by Goldie. They spend their days dozing in `THE BUTCHERY` and their nights howling and laughing as they run through the grounds looking for food and anything to relieve their boredom.

₪ **HOPE:** To rid themselves of The Scarecrow. *Something's amiss with that fella.*

₪ **SECRET:** *Goldie's Golden Tooth*

₪ **BURDEN:** To never show weakness to one another.

₪ **MOVES:**

- **`ENCIRCLE`** and intimidate you.
- **`AMUSE`** each other at your expense.
- **`CHASE`** you into the corn or some other hiding spot.

₪ THE CROWS

Cowing Society

`KLEPTOMANIACS` `INDIFFERENT`

> After The Scarecrow's takeover, The Crows lead an easy life of theft and barter in The Cornfields and beyond.

₪ **HOPE:** To find something valuable enough to convince The Scarecrow to make them human.

₪ **SECRET:** The truth, which they are remarkably uninterested in sharing.

₪ **BURDEN:** Jealousy for creatures with opposing thumbs.

₪ **MOVES:**

- **`MUG`** you, caw at you, bite you, or everything at once.
- **`HAUL`** their latest find to `THE PUMPKIN PATCH`.
- **`INQUIRE`** about what life as a mammal feels like.

GUS (he/him)
Large Grinning Pig
SWEETHEART LONELY

Wonderfully plump, painfully naive, and oh-so kind and lonely.

HOPE: For his first birthday to come so he can make some friends.

SECRET: An acute recollection of the only time Goldie was embarrassed—he's afraid of bees.

BURDEN: Loneliness.

MOVES:

- **LICK YOUR LEGS** and then proclaim you his friend.
- **TELL YOU** about the coyotes, the food they bring him, and the birthday party they are planning for him once he becomes "a big boy."
- **SADDEN** if you mention or start leaving.
- **OFFER** encouragement and sincere advice.
- **TURN** depressed, uncooperative, and immobile without warning.

LINDA (she/her)
Fake Beekeeper and Undercover Human
ADULT SMART

Adults, you see, they wouldn't believe children's fantasies even if they found themselves right in the middle of one.

HOPE: To scientifically understand what's going on.

SECRET: The keys to a very well-hidden van.

BURDEN: The mental gymnastics she does to convince herself she's still in the human world.

MOVES:

- **CONCERN** herself with your care and promise to take you to safety. *Where are your parents!?*
- **DISGUISE** herself among the rest of The Beekeepers, unless action is absolutely necessary.
- **SEARCH** for all the pieces needed to fix her van and escape.
- **PANIC** at shows of magic or sorcery. Then convince herself she's just imagining things and apologize.

LINDA'S PLAN

Through what she thinks is science but is actually magic, Linda is turning the bees' honey into gasoline. If you help her carry it all to the van and fix the engine, she drives away with you. The Scarecrow may summon the *Pumpkebeest* to try and stop you, though.

₪ THE SCARECROW (it/its)

Playful Mastermind

SPOOKY RIDDLING

> A raspy whir for a voice, a stroke of paint for a smile, and two buttons—one for each eye. It's The Scarecrow! Your best friend!

HOPE: To get a good laugh out of watching you.

SECRET: The power to lead you out of The Farmstead.

BURDEN: To have pissed off everyone it knows.

MOVES:

> • **PRESENT** itself in an empty clearing and offer painfully inaccurate directions.
> • **RIDDLE** you every time you see it with the question "Where are you!?" You only get one try each time. If you answer "you" or "your mind," a single road forms across the cornfields and The Scarecrow lets you out.
> • **SEED TROUBLE** when it notices you're having it too easy: a wall turns into straw, a bucket of paint falls over your head, you step on a piece of rope and activate a trap, etc.

TO BEAT THE SCARECROW...

Turn at least two NPCs against him and confront it together. The more characters that show up, the easier it is. The Scarecrow thinks you're all having fun. If you prove it otherwise, it grows frustrated and lets you out.

“You are not even looking!”

BIBLIOGRAPHY

Crescent descends from a long tradition of story game design and owes much to the works of Meguey and Vincent Baker (*Apocalypse World*), John Harper (*Blades in the Dark*), Isaac Williams (*Mausritter*), Ash Kreider (*The Watch*), Andrew Kolb (*Neverland: A Fantasy Role-Playing Setting*), Jay Dragon (*Sleepaway*), Mikey Hamm (*Slugblaster*), Whitney Strix Beltrán, Marissa Kelly, and Sarah Richardson (*Bluebeard's Bride*), and T.C. Sottek (*Quest*), among many others. Though there is no formal affiliation between the author and these creators, each of the games listed is in its own right an excellent way further into this genre of gaming.

ACKNOWLEDGMENTS

Crescent 2e (which in retrospect I regret not naming *Crescent-Tooie*) represents everything I have ever wanted this game to be: equal parts adventurous, heartfelt, introspective, and wacky. All of the ingredients were there in the first edition that was released back in 2021, but I think this iteration combines every texture much more delicately, giving everything a chance to shine while also being a breeze to both play and run. I am *thrilled* that you get to play this.

Practically speaking, the fact that this book has reached your hands at all is nothing short of a small miracle and I'm extremely grateful to everyone who has helped to make *C2E* a reality. In particular, thank you first and foremost to all of my wonderful playtesters: Ahi Kay, Chris Greenbriar, Esther Leon, Hendrik ten Napel, Heron A., Kris Allison, Nico M., and Toby Moshammer. You are a seriously cool bunch and I can't wait to play again in the future—playtest or otherwise!

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Finally, thank you to all of you readers and players. *Crescent* was the first game I ever wrote and I have been working on it in some way, shape, or form for almost five years. To be at the other side of it with this edition feels transformative, strange, and uneasy. But one thing that hasn't changed since that very first draft is that it is

indescribably special to see this game played by other people. To be a vehicle for your own journeys and imagination. Wherever you may be, thank you for visiting The Daydream with me across time and space.

Ema Acosta is the author of tabletop fantasy dyad *Crescent* and *Exile*. They make pictures, design books, and write tabletop games from an undisclosed longitude across the Atlantic. They are thrilled that this book has found you.